

Fig. 16a

	Player at close range	Player at mid-range	Player at far range
Fixed (X, Y, Z) Volume Tracking Cameras	110x	126	126
Movable (X, Y, Z) Volume Tracking Cameras	110x	140 110x	140

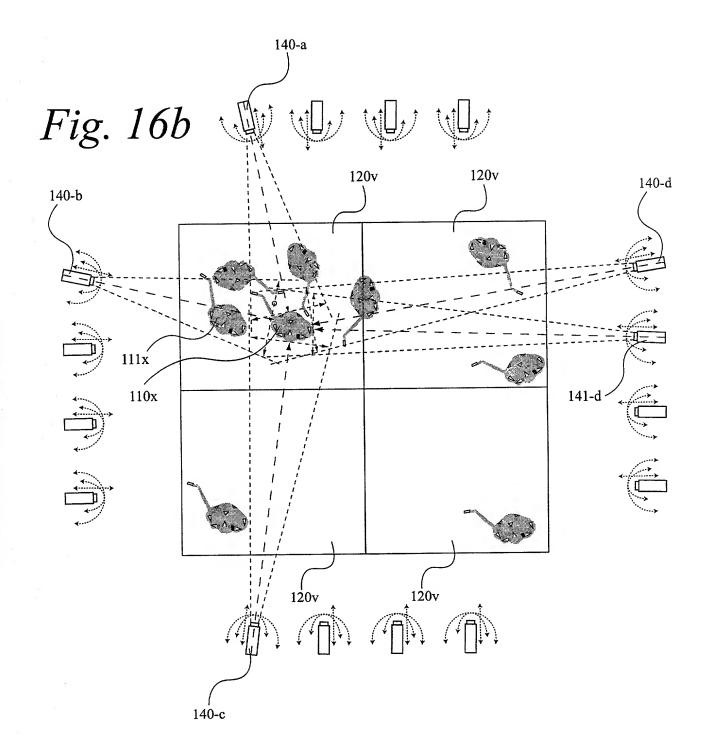
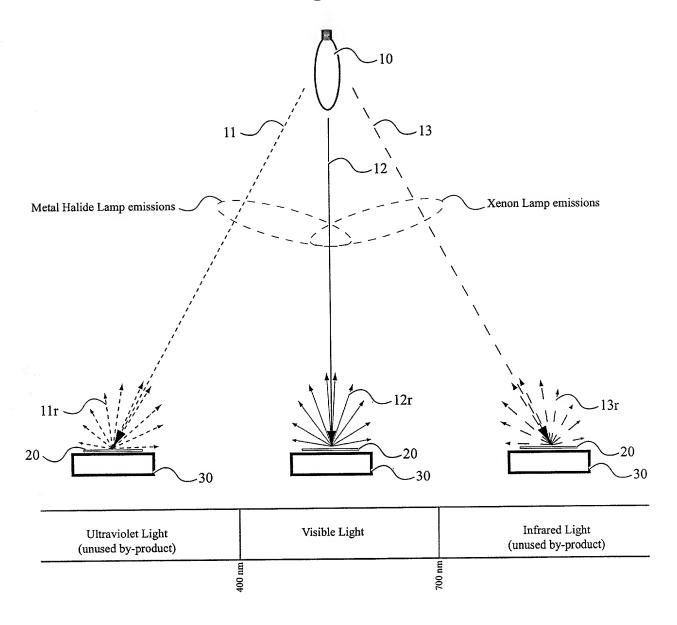
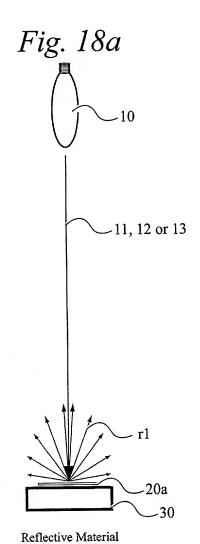
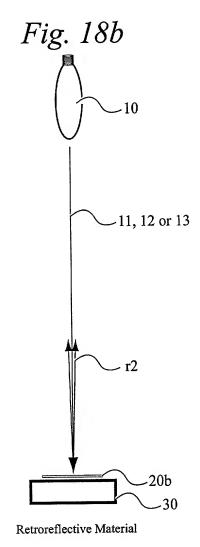
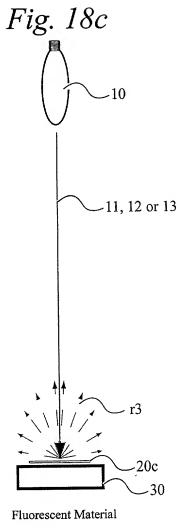


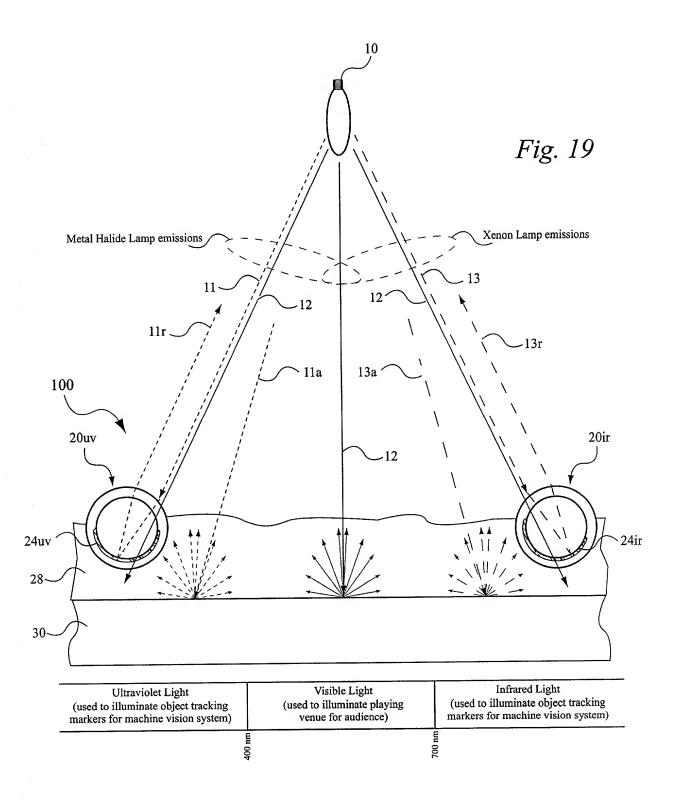
Fig. 17

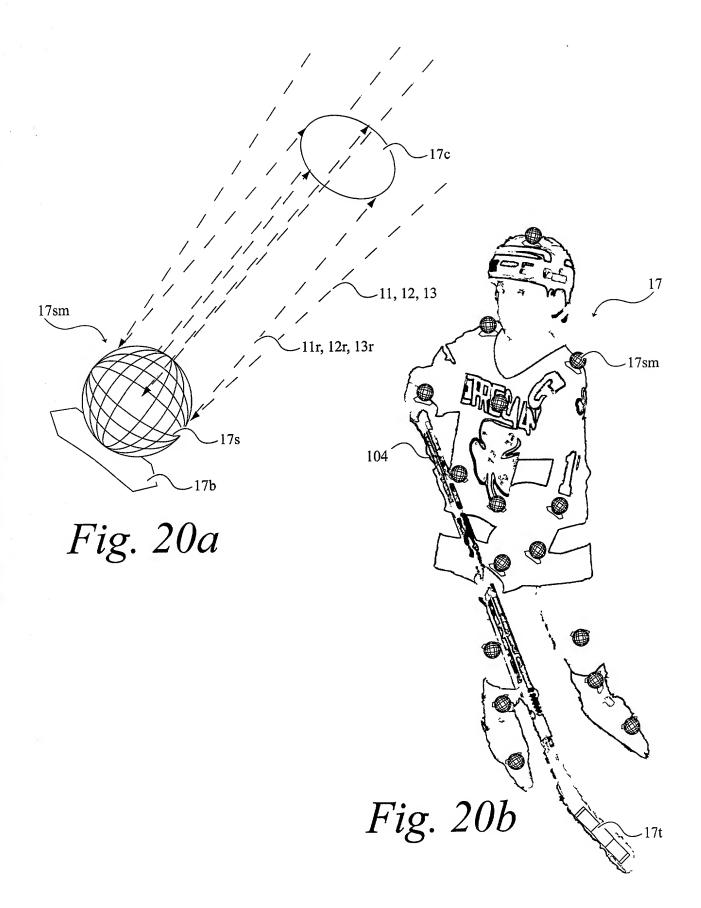


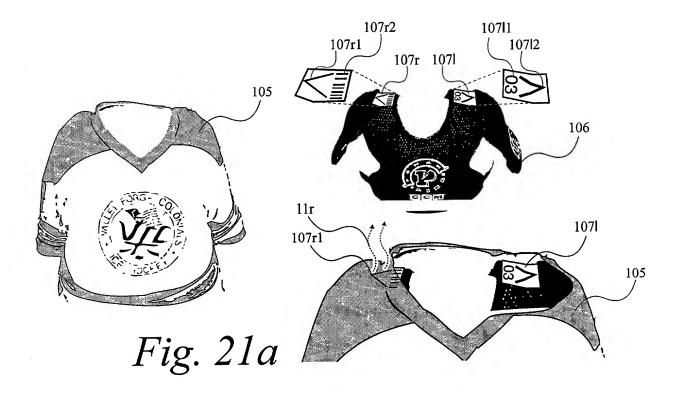


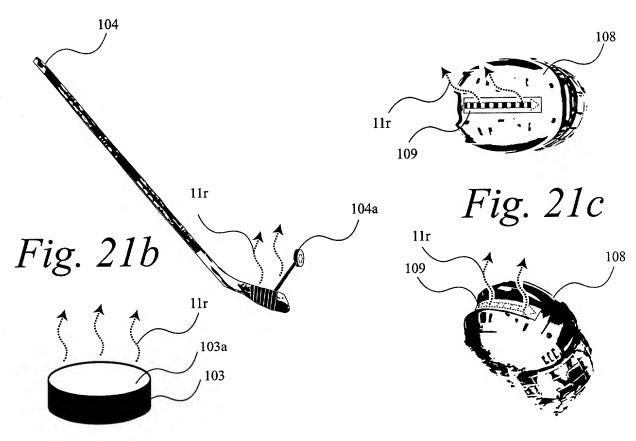


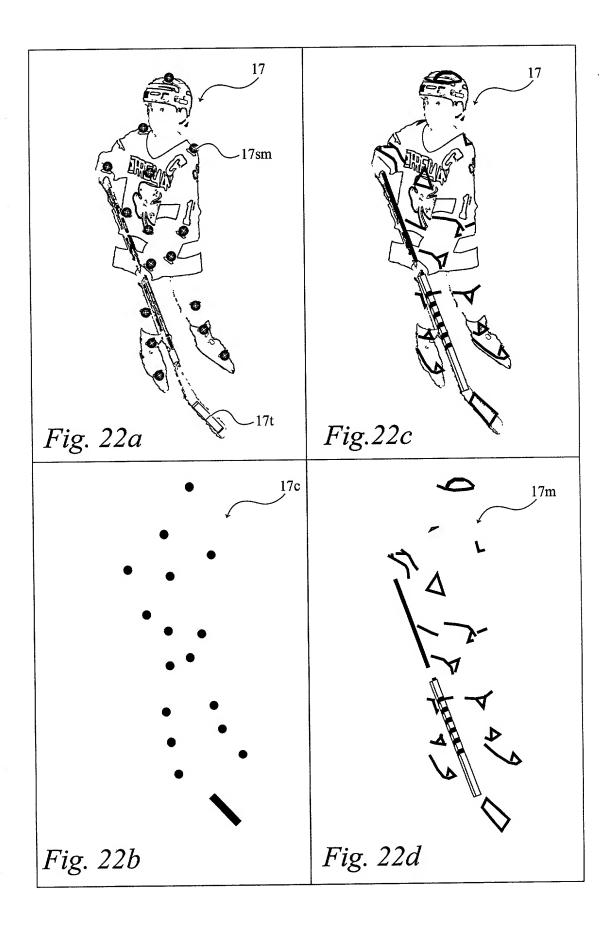


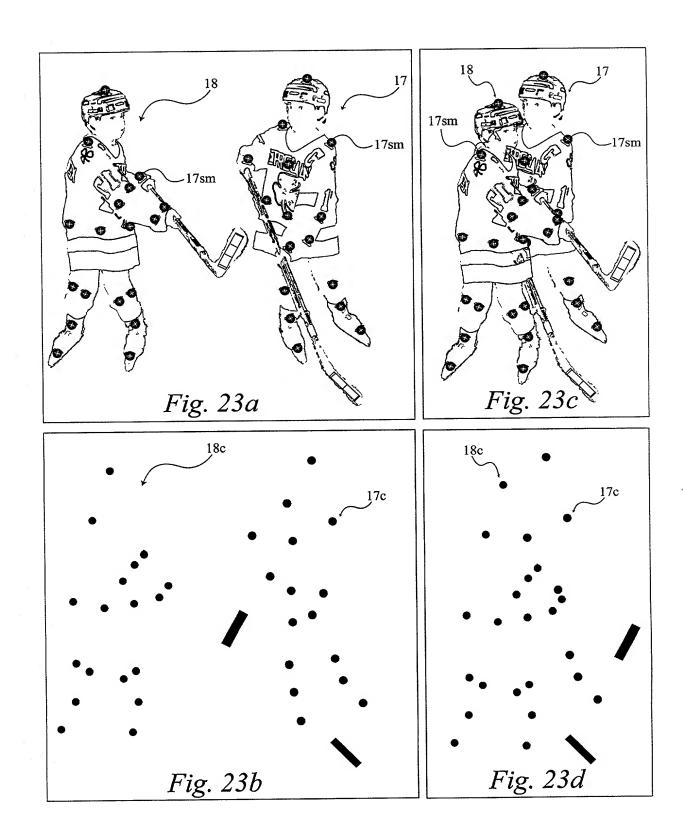


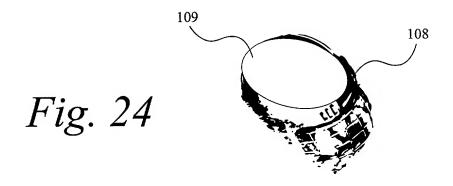


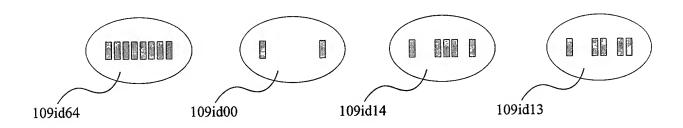


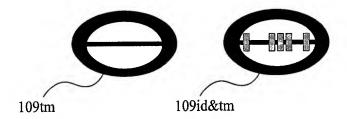


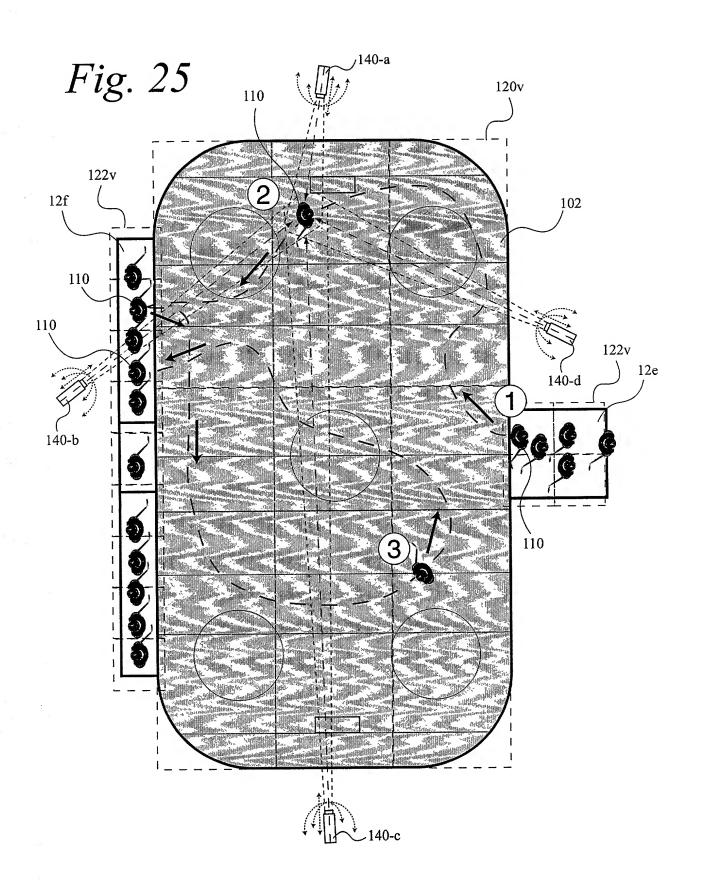


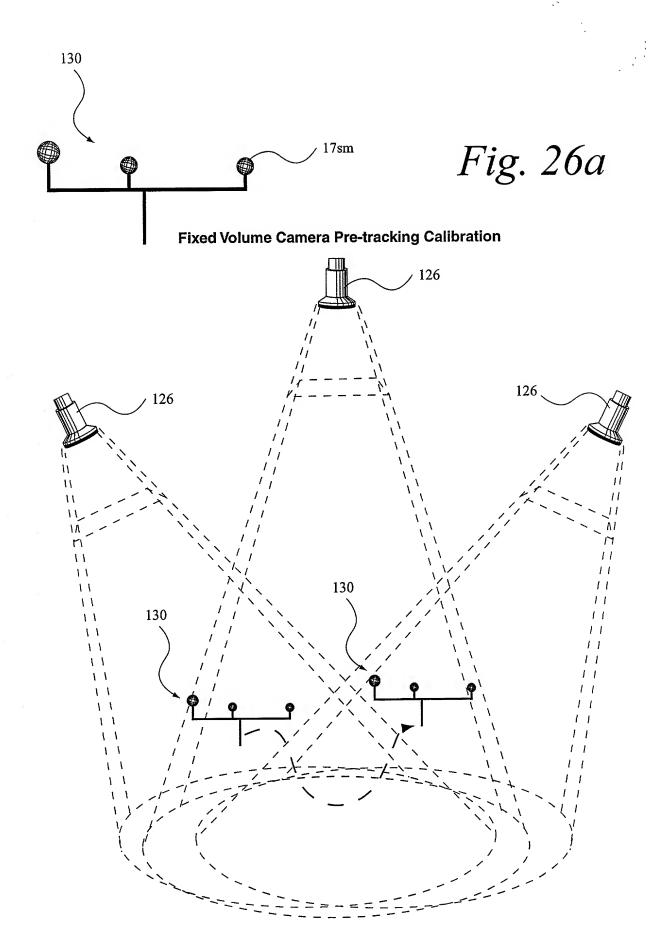


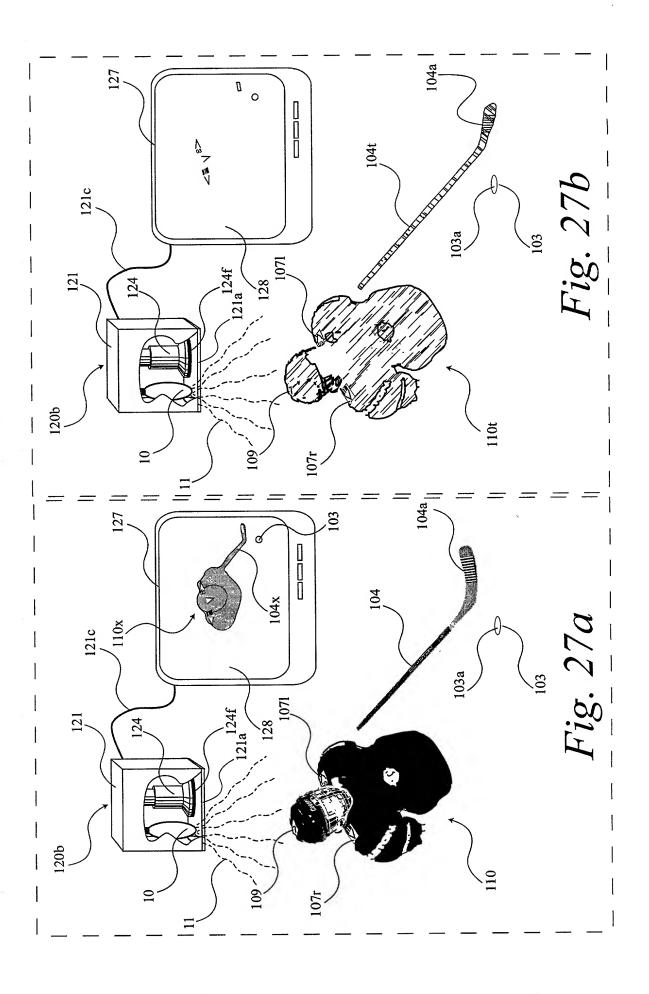


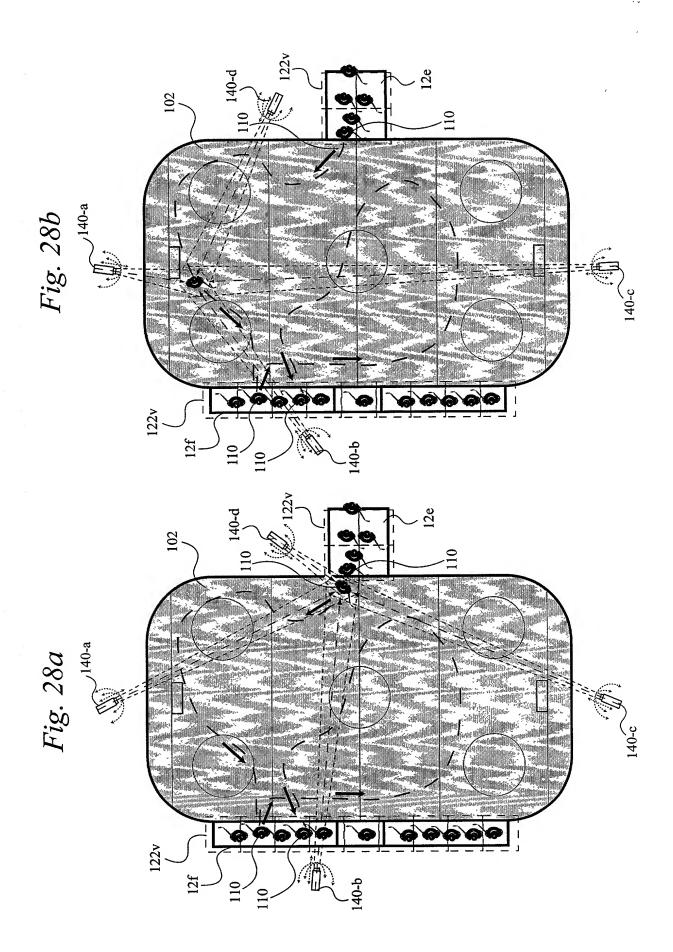


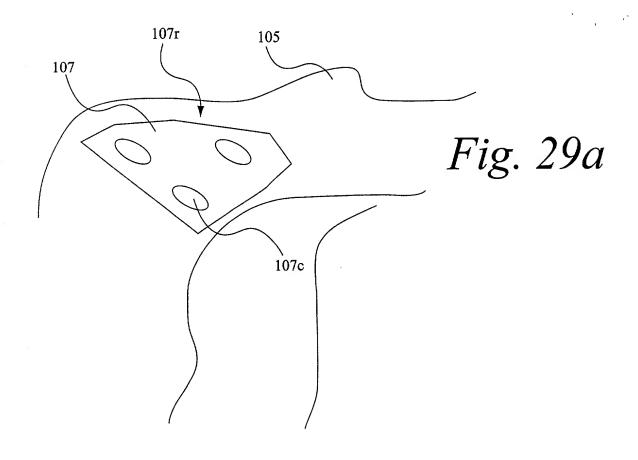












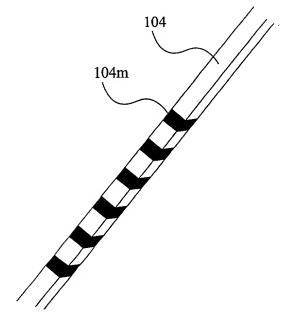


Fig. 29b

